Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L7	1	(wavelet same (coefficient with memory with row) same ((count$2 indicat$3 point$3) with significant)).clm. interference search	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/10/28 16:26
L6	549	L5 and @ad<="20010330" and @pd>="20040201"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/10/28 16:22
L5	8802	382/166,232-236,238-240, 248-253;345/555;375/240. 03-240.05,240.18-240.2;341/59, 69;358/426.13-426.16,539.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/10/28 16:20
S105	6	(stor$3 with ((DCT wavelet) adj1 (coefficient))) same (memory with pointer)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/10/27 15:48
S104	71	(stor$3 with (compressed adj1 (data coefficient))) same (memory with pointer)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/10/27 15:48
S103	133	(stor$3 with (compressed near3 (data coefficient))) same (memory with pointer)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/10/27 15:48
S102	407	compression same (memory with pointer)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/10/27 15:47
S101	34	schwartz-e.in. and @ad>"20010101"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/03/22 13:28
S100	122	S99 and @ad<"20010330"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/01/03 14:33

S99	166	((select$3 adj1 (data)) near3 ((access$3 retriev$3) adj3 memor$3))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/01/03 14:33
S98	4	((select$3 adj1 (coefficient)) near3 ((access$3 retriev$3) near3 memor$3))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/01/03 14:32
S97	1	JPEG$5 and ((select$3 adj1 (data coefficient)) near3 ((access$3 retriev$3) near3 memor$3))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/01/03 14:27
S96	252	(select$3 adj1 (data coefficient)) near3 ((access$3 retriev$3) near3 memor$3)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/01/03 14:24
S95	260	(select$3 adj1 (data coefficient datum item)) near3 ((access$3 retriev$3) near3 memor$3)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/01/03 14:13
S94	779	(select$3 adj1 (data coefficient datum item)) with ((access$3 retriev$3) near3 memor$3)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/01/03 14:11
S93	4	JPEG and (selective$2 adj3 ((access$3 retriev$3) near3 memor$3))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/01/03 14:09
S92	12	JPEG and ((access$3 retriev$3) with ((select$3 identif$4 chosen designat$3 specific$3) near3 coefficient))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/01/03 14:04
S85	176	(pointer$1 same memory) and wavelet	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/02/13 13:15
S84	35747	pointer$1 same memory	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/02/13 13:15

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Sunanda Mitra, Mark Wilson, and Sastry Kompella
Proc. SPIE Int. Soc. Opt. Eng. **3338**, 256 (1998) **Full Text:** [PDF (2529 kB)] (8 pages)

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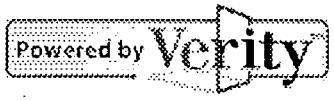
Jun Tian, Chih-Zen Chen, Chih-Chung Chen, and Gunasekaran Seetharaman
Proc. SPIE Int. Soc. Opt. Eng. **2762**, 188 (1996) **Full Text:** [PDF (536 kB)] (12 pages)



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1 Fast multiresolution image querying

Charles E. Jacobs, Adam Finkelstein, David H. Salesin

September 1995 **Proceedings of the 22nd annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available: pdf(529.14 KB) ps (211.52 KB) Additional Information: full citation, references, citings, index terms

Keywords: content-based retrieval, image databases, image indexing, image metrics, query by content, query by example, similarity retrieval, sketch retrieval, wavelets

2 Approximate computation of multidimensional aggregates of sparse data using wavelets

Jeffrey Scott Vitter, Min Wang

June 1999 **ACM SIGMOD Record , Proceedings of the 1999 ACM SIGMOD international conference on Management of data SIGMOD '99**, Volume 28 Issue 2

Publisher: ACM Press

Full text available: pdf(1.67 MB) Additional Information: full citation, abstract, references, citings, index terms

Computing multidimensional aggregates in high dimensions is a performance bottleneck for many OLAP applications. Obtaining the exact answer to an aggregation query can be prohibitively expensive in terms of time and/or storage space in a data warehouse environment. It is advantageous to have fast, approximate answers to OLAP aggregation queries. In this paper, we present a novel method that provides approximate answers to high-dimensional OLAP aggregation queries in massive spars ...

3 A pipelined architecture for partitioned DWT based lossy image compression using FPGA's

Jörg Ritter, Paul Molitor

February 2001 **Proceedings of the 2001 ACM/SIGDA ninth international symposium on Field programmable gate arrays**
Publisher: ACM Press
Full text available: pdf(163.32 KB) Additional Information: full citation, abstract, references, index terms

Discrete wavelet transformations (DWT) followed by embedded zerotree encoding is a very efficient technique for image compression \cite{TenLectures, Shapiro, Spiht}. However, the algorithms proposed in literature assume random access to the whole image. This makes the algorithms unsuitable for hardware solutions because of extensive access to external memory. Here, we present an efficient architecture for computing DWT of images, which is based on a partitioned approach for lossy image comp ...

Keywords: FPGA, Xilinx, architecture, embedded zero tree coding, field programmable gate arrays, lossy image compression, pipelining, wavelet transformation

4 VLSI architecture for lossless compression of medical images using the discrete wavelet transform
I. Urriza, J. I. Artigas, J. I. García, L. A. Barragán, D. Navarro
February 1998 **Proceedings of the conference on Design, automation and test in Europe**
Publisher: IEEE Computer Society
Full text available: pdf(58.57 KB) Publisher Site Additional Information: full citation, abstract, references, index terms

This paper presents a VLSI Architecture to implement the forward and inverse 2-D Discrete Wavelet Transform (FDWT/IDWT), to compress medical images for storage and retrieval. Lossless compression is usually required in the medical image field. The word length required for lossless compression makes too expensive the area cost of the architectures that appear in the literature. Thus, there is a clear need for designing an architecture to implement the lossless compression of medical images using ...

Keywords: Medical Image compression, VLSI architectures, DWT

5 Global illumination of glossy environments using wavelets and importance
Per H. Christensen, Eric J. Stollnitz, David H. Salesin, Tony D. DeRose
January 1996 **ACM Transactions on Graphics (TOG)**, Volume 15 Issue 1
Publisher: ACM Press
Full text available: pdf(5.00 MB) Additional Information: full citation, abstract, references, citings, index terms, review

We show how importance-driven refinement and a wavelet basis can be combined to provide an efficient solution to the global illumination problem with glossy and diffuse reflections. Importance is used to focus the computation on the interactions having the greatest impact on the visible solution. Wavelets are used to provide an efficient representation of radiance, importance, and the transport operator. We discuss a number of choices that must be made when constructing a finite element alg ...

6 3D RGB image compression for interactive applications
Chandrajit Bajaj, Insung Ihm, Sanghun Park

January 2001 **ACM Transactions on Graphics (TOG)**, Volume 20 Issue 1
Publisher: ACM Press
Full text available: pdf(2.41 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents a new 3D RGB image compression scheme designed for interactive real-time applications. In designing our compression method, we have compromised between two important goals: high compression ratio and fast random access ability, and have tried to minimize the overhead caused during run-time reconstruction. Our compression technique is suitable for applications wherein data are accessed in a somewhat unpredictable fashion, and real-time performance of decompression is nece ...

7 Lighting & sampling: Triple product wavelet integrals for all-frequency relighting
Ren Ng, Ravi Ramamoorthi, Pat Hanrahan
August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3
Publisher: ACM Press
Full text available: pdf(365.55 KB) mov (25:51 MIN) Additional Information: full citation, abstract, references, citings, index terms

This paper focuses on efficient rendering based on pre-computed light transport, with realistic materials and shadows under all-frequency direct lighting such an environment maps. The basic difficulty is representation and computation in the 6D space of light direction, view direction, and surface position. While image-based and synthetic methods for real-time rendering have been proposed, they do not scale to high sampling rates with variation of both lighting and viewpoint. Current approaches ...

Keywords: Haar Wavelets, Image-Based Rendering, Non-linear Approximation, Pre-computed Radiance Transfer, Relighting

8 Locality phase prediction
Xipeng Shen, Yutao Zhong, Chen Ding
October 2004 **ACM SIGOPS Operating Systems Review , ACM SIGPLAN Notices , ACM SIGARCH Computer Architecture News , Proceedings of the 11th international conference on Architectural support for programming languages and operating systems ASPLOS-XI**, Volume 38 , 39 , 32 Issue 5 , 11 , 5
Publisher: ACM Press
Full text available: pdf(739.91 KB) Additional Information: full citation, abstract, references, index terms, review

As computer memory hierarchy becomes adaptive, its performance increasingly depends on forecasting the dynamic program locality. This paper presents a method that predicts the locality phases of a program by a combination of locality profiling and run-time prediction. By profiling a training input, it identifies locality phases by sifting through all accesses to all data elements using variable-distance sampling, wavelet filtering, and optimal phase partitioning. It then constructs a phase hiera ...

Keywords: dynamic optimization, locality analysis and optimization, phase hierarchy, program phase analysis and prediction, reconfigurable architecture

9

Texture synthesis: Wavelet noise
Robert L. Cook, Tony DeRose
July 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 3
Publisher: ACM Press
Full text available: pdf(3.05 MB) Additional Information: full citation, abstract, references, index terms

Noise functions are an essential building block for writing procedural shaders in 3D computer graphics. The original noise function introduced by Ken Perlin is still the most popular because it is simple and fast, and many spectacular images have been made with it. Nevertheless, it is prone to problems with aliasing and detail loss. In this paper we analyze these problems and show that they are particularly severe when 3D noise is used to texture a 2D surface. We use the theory of wavelets to cr ...

Keywords: multiresolution analysis, noise, procedural textures, rendering, shading, texture synthesis, texturing, wavelets

10 All-frequency shadows using non-linear wavelet lighting approximation
Ren Ng, Ravi Ramamoorthi, Pat Hanrahan
July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3
Publisher: ACM Press
Full text available: pdf(5.22 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a method, based on pre-computed light transport, for real-time rendering of objects under all-frequency, time-varying illumination represented as a high-resolution environment map. Current techniques are limited to small area lights, with sharp shadows, or large low-frequency lights, with very soft shadows. Our main contribution is to approximate the environment map in a wavelet basis, keeping only the largest terms (this is known as a *non-linear approximation*). We obtain furth ...

Keywords: image-based rendering, non-linear approximation, relighting, shadow algorithms, spherical harmonics, wavelets

11 Multiresolution storage and search in sensor networks
Deepak Ganesan, Ben Greenstein, Deborah Estrin, John Heidemann, Ramesh Govindan
August 2005 **ACM Transactions on Storage (TOS)**, Volume 1 Issue 3
Publisher: ACM Press
Full text available: pdf(1.55 MB) Additional Information: full citation, abstract, references, index terms

Wireless sensor networks enable dense sensing of the environment, offering unprecedented opportunities for observing the physical world. This article addresses two key challenges in wireless sensor networks: in-network storage and distributed search. The need for these techniques arises from the inability to provide persistent, centralized storage and querying in many sensor networks. Centralized storage requires multihop transmission of sensor data to Internet gateways which can quickly drain b ...

Keywords: Wireless sensor networks, data aging, data storage, drill-down query, multiresolution storage, wavelet

processing

12 Processor-memory coexploration using an architecture description language

Prabhat Mishra, Mahesh Mamidipaka, Nikil Dutt

February 2004 **ACM Transactions on Embedded Computing Systems (TECS)**, Volume 3 Issue 1

Publisher: ACM Press

Full text available: pdf(201.88 KB) Additional Information: full citation, abstract, references, index terms

Memory represents a major bottleneck in modern embedded systems in terms of cost, power, and performance. Traditionally, memory organizations for programmable embedded systems assume a fixed cache hierarchy. With the widening processor--memory gap, more aggressive memory technologies and organizations have appeared, allowing customization of a heterogeneous memory architecture tuned for specific target applications. However, such a processor--memory coexploration approach critically needs the ab ...

Keywords: Processor--memory codesign, architecture description language, design space exploration, memory exploration

13 Ray tracing: Wavelet importance sampling: efficiently evaluating products of complex functions

Petrik Clarberg, Wojciech Jarosz, Tomas Akenine-Möller, Henrik Wann Jensen

July 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 3

Publisher: ACM Press

Full text available: pdf(5.19 MB) Additional Information: full citation, abstract, references, index terms

We present a new technique for importance sampling products of complex functions using wavelets. First, we generalize previous work on wavelet products to higher dimensional spaces and show how this product can be sampled on-the-fly without the need of evaluating the full product. This makes it possible to sample products of high-dimensional functions even if the product of the two functions in itself is too memory consuming. Then, we present a novel hierarchical sample warping algorithm that ge ...

Keywords: Monte Carlo techniques, complex products, global illumination, importance sampling, rendering, wavelets

14 Algorithm 735; Wavelet transform algorithms for finite-duration discrete-time signals

Carl Taswell, Kevin C. McGill

September 1994 **ACM Transactions on Mathematical Software (TOMS)**, Volume 20 Issue 3

Publisher: ACM Press

Full text available: pdf(793.46 KB) Additional Information: full citation, references, citings, index terms

Keywords: multiresolution analysis, signal processing, waveform analysis, wavelet transform, wavelets

15 Multiresolution green's function methods for interactive simulation of large-scale elastostatic objects

Doug L. James, Dinesh K. Pai
January 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 1
Publisher: ACM Press
Full text available: pdf(8.69 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a framework for low-latency interactive simulation of linear elastostatic models, and other systems arising from linear elliptic partial differential equations, which makes it feasible to interactively simulate large-scale physical models. The deformation of the models is described using precomputed Green's functions (GFs), and runtime boundary value problems (BVPs) are solved using existing Capacitance Matrix Algorithms (CMAs). Multiresolution techniques are introduced to control the ...

Keywords: Capacitance matrix, Green's function, deformation, elastostatic, fast summation, force feedback, interactive real-time applications, lifting scheme, real-time, updating, wavelets

16 Wavelet-based relative prefix sum methods for range sum queries in data cubes

Daniel Lemire
September 2002 **Proceedings of the 2002 conference of the Centre for Advanced Studies on Collaborative research**
Publisher: IBM Press
Full text available: pdf(77.58 KB) Additional Information: full citation, abstract, references, citings, index terms

Data mining and related applications often rely on extensive range sum queries and thus, it is important for these queries to scale well. Range sum queries in data cubes can be achieved in time $O(1)$ using prefix sum aggregates but prefix sum update costs are proportional to the size of the data cube $O(n^d)$. Using the Relative Prefix Sum (RPS) method, the update costs can be reduced to the root of the size of the data cube $O(n^{d/2})$. We present a new family ...

17 WaveCluster: a wavelet-based clustering approach for spatial data in very large databases

Gholamhosein Sheikholeslami, Surojit Chatterjee, Aidong Zhang
February 2000 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 8 Issue 3-4
Publisher: Springer-Verlag New York, Inc.
Full text available: pdf(594.51 KB) Additional Information: full citation, abstract, citings, index terms

Many applications require the management of spatial data in a multidimensional feature space. Clustering large spatial databases is an important problem, which tries to find the densely populated regions in the feature space to be used in data mining, knowledge discovery, or efficient information retrieval. A good clustering approach should be efficient and detect clusters of arbitrary shape. It must be insensitive to the noise (outliers) and the order of input data. We propose *WaveCluster*

18 Research sessions: P2P and sensor networks: Compressing historical information in sensor networks

Antonios Deligiannakis, Yannis Kotidis, Nick Roussopoulos
June 2004 **Proceedings of the 2004 ACM SIGMOD international conference on Management of data**
Publisher: ACM Press
Full text available: pdf(172.89 KB) Additional Information: full citation, abstract, references

We are inevitably moving into a realm where small and inexpensive wireless devices would be seamlessly embedded in the physical world and form a wireless sensor network in order to perform complex monitoring and computational tasks. Such networks pose new challenges in data processing and dissemination because of the limited resources (processing, bandwidth, energy) that such devices possess. In this paper we propose a new technique for compressing multiple streams containing historical data fro ...

19 Face recognition: A literature survey

W. Zhao, R. Chellappa, P. J. Phillips, A. Rosenfeld

December 2003 **ACM Computing Surveys (CSUR)**, Volume 35 Issue 4

Publisher: ACM Press

Full text available: pdf(4.28 MB) Additional Information: full citation, abstract, references, citings, index terms

As one of the most successful applications of image analysis and understanding, face recognition has recently received significant attention, especially during the past several years. At least two reasons account for this trend: the first is the wide range of commercial and law enforcement applications, and the second is the availability of feasible technologies after 30 years of research. Even though current machine recognition systems have reached a certain level of maturity, their success is ...

Keywords: Face recognition, person identification

20 Special purpose processing: Cost-effective low-power processor-in-memory-based reconfigurable datapath for multimedia applications

Marco Lanuzza, Martin Margala, Pasquale Corsonello

August 2005 **Proceedings of the 2005 international symposium on Low power electronics and design ISLPED '05**

Publisher: ACM Press

Full text available: pdf(416.97 KB) Additional Information: full citation, abstract, references, index terms

Multimedia applications have become a dominant computing workload for computer systems as well as for wireless-based devices. Due to their repetitive computing and memory intensive nature, they can take effective advantage from Processor-In-Memory (PIM) technology. In this paper, a new low-power PIM-based 32-bit reconfigurable datapath optimized for multimedia applications is presented. The new circuit efficiently performs parallel arithmetic operations on either 8-, 16-, or 32-bit integer data ...

Keywords: datapath, processor-in-memory, reconfigurable computing